

RANGER

PHB 2024 class by Wizards of the Coast, revisions by Gregory Hickman

Key:

Green Text = minor change from original material

Yellow Text = major change from original material

Red Text = feature is brand new, or was completely reworked

Changelog:

- Favored Enemy: Normally, the player gets some free uses of Hunter's Mark. This was modified so that the player instead gets some free uses of Ensnaring Strike, Hunter's Mark, or Zephyr Strike. After a Long Rest, the player can swap which spell they get free uses of.
 - At level 6, the player's Concentration on Ensnaring Strike, Hunter's Mark, and Zephyr Strike cannot be broken by damage (moved from level 13 to 6).
 - At level 10, Ensnaring Strike, Hunter's Mark, and Zephyr Strike get upgraded.
 - At level 13, the player can cast Ensnaring Strike, Hunter's Mark, and Zephyr Strike without Concentration (replaces OG Relentless Hunter).
 - At level 17, Ensnaring Strike, Hunter's Mark, and Zephyr Strike get upgraded one last time. (replaces Precise Hunter and OG Foe Slayer)
- Deft Explorer: Normally, the player gets 1 expertise and 2 languages. This was modified to give the player a choice between 6 different options, each of which satisfies a different fantasy. Inspired by the Baldur's Gate 3 ([link](#)) equivalent of these features.
- Relentless Hunter: Moved from level 13 to level 6.
- Roving: Now works regardless of what armor the player is wearing.
- Land's Stride: Added at level 8. Very similar to a feature of the same name from the 2014 Ranger, with some minor changes.
- Conjure Barrage: Added at level 9, copied from the One D&D UA Playtests. Gives the player one free casting of Conjure Barrage per Long Rest.
- Tireless: Removed the part of this feature that gives Temporary Hit Points, replaced it with a travel ability that benefits your whole party.
- Supernatural Hunter: Added at level 13 (replaces Relentless Hunter). Modifies Favored Enemy spells to not require Concentration.
- Conjure Volley: Added at level 17, copied from the One D&D UA Playtests. Gives the player one free casting of Conjure Volley per Long Rest.
- Feral Senses: Modified so that if you already have Blindsight from another source, such as Fighting Style: Blind Fighting, the Blindsight range is doubled.
- Foe Slayer: Completely reworked. After hitting an attack, the player can expend a use of Favored Enemy to deal maximum damage on the attack instead of rolling. Similar to Tempest Cleric's Channel Divinity: Destructive Wrath.

Ranger Features					Spell Slots per Spell Level				
Level	Proficiency Bonus	Class Features	Favored Enemy	Prepared Spells	1st	2nd	3rd	4th	5th
1st	+2	Spellcasting, Favored Enemy, Weapon Mastery	2	2	2	—	—	—	—
2nd	+2	Deft Explorer, Fighting Style	2	3	2	—	—	—	—
3rd	+2	Ranger Subclass	2	4	3	—	—	—	—
4th	+2	Ability Score Improvement	2	5	3	—	—	—	—
5th	+3	Extra Attack	3	6	4	2	—	—	—
6th	+3	Relentless Hunter, Roving	3	6	4	2	—	—	—
7th	+3	Subclass Feature	3	7	4	3	—	—	—
8th	+3	Ability Score Improvement, Land's Stride	3	7	4	3	—	—	—
9th	+4	Conjure Barrage, Expertise	4	9	4	3	2	—	—
10th	+4	Favored Enemy, Tireless	4	9	4	3	2	—	—
11th	+4	Subclass Feature	4	10	4	3	3	—	—
12th	+4	Ability Score Improvement	4	10	4	3	3	—	—
13th	+5	Supernatural Hunter	5	11	4	3	3	1	—
14th	+5	Nature's Veil, Deft Explorer	5	11	4	3	3	1	—
15th	+5	Subclass Feature	5	12	4	3	3	2	—
16th	+5	Ability Score Improvement	5	12	4	3	3	2	—
17th	+6	Favored Enemy, Conjure Volley	6	14	4	3	3	3	1
18th	+6	Feral Senses	6	14	4	3	3	3	1
19th	+6	Epic Boon	6	15	4	3	3	3	2
20th	+6	Foe Slayer	6	15	4	3	3	3	2

Core Ranger Traits

Primary Ability	Dexterity and Wisdom
Hit Point Die	D10 per Ranger level
Hit Points at Level 1	10 + Con. modifier
Hit Points per additional Ranger Level	D10 + your Con. modifier, or, 6 + your Con. modifier
Saving Throw Proficiencies	Strength and Dexterity
Skill Proficiencies	<i>Choose 3:</i> Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, or Survival.
Weapon Proficiencies	Simple and Martial weapons
Armor Training	Light and Medium armor and Shields
Starting Equipment	Choose A or B: (A) Studded Leather Armor, Scimitar, Shortsword, Longbow, 20 Arrows, Quiver, Druidic Focus (sprig of mistletoe), Explorer's Pack, and 7 GP; or (B) 150 GP

Multiclassing

To qualify for a new class, you must have a score of at least 13 in the primary ability of the new class and your current classes.

Skill Proficiencies	Choose 1: Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, or Survival.
Weapon Proficiencies	Martial weapons
Armor Training	Light and Medium armor and Shields

Level 1: Spellcasting

You have learned to channel the magical essence of nature to cast spells. See [chapter 7](#) for the rules on spellcasting. The information below details how you use those rules with Ranger spells, which appear in the [Ranger spell list](#) later in the class's description.

Spell Slots. The Ranger Features table shows how many spell slots you have to cast your level 1+ spells. You regain all expended slots when you finish a [Long Rest](#).

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose two level 1 Ranger spells. [Cure Wounds](#) and [Hail of Thorns](#) are recommended.

The number of spells on your list increases as you gain Ranger levels, as shown in the Prepared Spells column of the Ranger Features table. Whenever that number increases, choose additional Ranger spells until the number of spells on your list matches the number in the Ranger Features table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 5 Ranger, your list of prepared spells can include six Ranger spells of level 1 or 2 in any combination.

If another Ranger feature gives you spells that you always have prepared, those spells don't count against the number of spells you can prepare with this feature, but those spells otherwise count as Ranger spells for you.

Changing Your Prepared Spells. Whenever you finish a [Long Rest](#), you can replace one spell on your list with another Ranger spell for which you have spell slots.

Spellcasting Ability. Wisdom is your spellcasting ability for your Ranger spells.

Spellcasting Focus. You can use a [Druidic Focus](#) as a [Spellcasting Focus](#) for your Ranger spells.

Level 1: Favored Enemy

Favored Enemy Spell. Choose one of the following spells: [Ensnaring Strike](#), [Hunter's Mark](#), [Zephyr Strike](#). This is your Favored Enemy spell. You always have this spell prepared. You can cast it twice without expending a spell slot, and you regain all expended uses of this ability when you finish a [Long Rest](#).

The number of times you can cast this spell without a spell slot increases when you reach certain Ranger levels, as shown in the Favored Enemy column of the Ranger Features table.

Changing Your Favored Enemy Spell.

Whenever you finish a [Long Rest](#), you can replace your chosen Favored Enemy spell with a different spell from this list.

Level 1: Weapon Mastery

Your training with weapons allows you to use the mastery properties of two kinds of weapons of your choice with which you have proficiency, such as Longbows and Shortswords.

Whenever you finish a [Long Rest](#), you can change the kinds of weapons you chose. For example, you could switch to using the mastery properties of Scimitars and Longswords.

Level 2: Deft Explorer

Thanks to your travels, you gain one of the following explorer archetypes of your choice. Anthropologist is recommended.

Each time you gain a Ranger level, you can exchange your chosen explorer archetype for another from this list.

When you reach level 14, you gain an additional explorer archetype from this list.

Anthropologist. You have visited many civilizations and seen much of the world. Choose one of your skill proficiencies with which you lack [Expertise](#). You gain [Expertise](#) in that skill. Additionally, you learn three languages of your choice from the language tables in [chapter 2](#).

Beast Tamer. You have cultivated a strong bond with animals. You always have the [Find Familiar](#) spell prepared and you can cast that spell without using material components once per [Long Rest](#).

Ranger Knight. You have sworn to serve a crown or nation and seek to bring its foes to ruin. You gain training with [Heavy Armor](#).

Sanctified Stalker. You swore to hunt the enemies of a holy order. You always have the [Divine Favor](#) spell prepared, and for you, the spell's damage type can be either Radiant or Force.

Urban Tracker. You have extensive experience navigating through urban environments. You learn [Thieves' Cant](#), you gain [Proficiency](#) in one [Tool](#) of your choice, you leave no footprints unless you choose to, and your Speed increases by 5 feet.

Wasteland Wanderer. You have spent endless days surviving out in the wild. You learn [Druidic](#), and you gain resistance to cold, fire, or poison damage (your choice).

Level 2: Fighting Style

You gain a [Fighting Style feat](#) of your choice. Instead of choosing one of those feats, you can choose the option below.

Druidic Warrior. You learn two [Druid cantrips](#) of your choice. [Guidance](#) and [Starry Wisp](#) are recommended. The chosen cantrips count as Ranger spells for you, and Wisdom is your spellcasting ability for them. Whenever you gain a Ranger level, you can replace one of these cantrips with another Druid cantrip.

Level 3: Ranger Subclass

You gain a Ranger subclass of your choice. A subclass is a specialization that grants you features at certain Ranger levels. For the rest of your career, you gain each of your subclass's features that are of your Ranger level or lower.

Level 4: Ability Score Improvement

You gain the [Ability Score Improvement](#) feat or another [feat](#) of your choice for which you qualify. You gain this feature again at Ranger levels 8, 12, and 16.

Level 5: Extra Attack

You can attack twice instead of once whenever you take the [Attack](#) action on your turn.

Level 6: Relentless Hunter

Taking damage can't break your [Concentration](#) on [Ensnaring Strike](#), [Hunter's Mark](#), and [Zephyr Strike](#).

Level 6: Roving

Your [Speed](#) increases by 10 feet. You also have a [Climb Speed](#) and a [Swim Speed](#) equal to your [Speed](#).

Level 8: Land's Stride

Moving through [Difficult Terrain](#) doesn't cost you extra movement, so long as that [Difficult Terrain](#) is either nonmagical, or created by a spell you cast. Additionally, while moving through nonmagical plants that have thorns, spines, or a similar hazard, you take no damage from them.

Level 9: Conjure Barrage

You learn the [Conjure Barrage](#) spell, you always have it prepared, and you can cast it once per [Long Rest](#) without expending a spell slot.

Level 9: Expertise

Choose two of your skill proficiencies with which you lack [Expertise](#). You gain [Expertise](#) in those skills.

Level 10: Favored Enemy

From your experience pursuing your enemies, you gain the following benefits.

Ensnaring Strike Improvement. The damage die used by [Ensnaring Strike](#) increases from a d6 to a d8.

Additionally, creatures you hit with [Ensnaring Strike](#) have [Disadvantage](#) on their saving throw.

Hunter's Mark Improvement. The damage die used by [Hunter's Mark](#) increases from a d6 to a d8.

Additionally, the marked creature cannot benefit from the [Invisible](#) condition, and if they teleport, you know the exact location that they teleport to.

Zephyr Strike Improvement. The damage die used by [Zephyr Strike](#) increases from a d8 to a d10.

Additionally, your Speed is increased by 30 feet for the entire duration of the spell, instead of just on one turn.

Level 10: Tireless

Primal forces now help fuel you on your journeys, granting you the following benefits.

Decrease Exhaustion. Whenever you finish a [Short Rest](#), your [Exhaustion](#) level, if any, decreases by 1.

Cover Your Tracks. While your party travels, they have [Advantage](#) on Wisdom (Perception or Survival) and Dexterity (Stealth) checks regardless of their [Travel Pace](#) so long as you are with them.

Level 13: Supernatural Hunter

Whenever you cast [Ensnaring Strike](#), [Hunter's Mark](#), or [Zephyr Strike](#), it is modified so that it doesn't require [Concentration](#).

A creature can be affected by only one instance of each of these spells cast by you at any given time.

Level 14: Nature's Veil

You invoke spirits of nature to magically hide yourself. As a [Bonus Action](#), you can give yourself the [Invisible](#) condition until the end of your next turn.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a [Long Rest](#).

Level 14: Deft Explorer

You gain an additional explorer archetype from the Deft Explorer feature.

Level 17: Favored Enemy

You command the wilds to bend to your aid, granting you the following benefits.

Ensnaring Strike Mastery. The damage die used by [Ensnaring Strike](#) increases from a d8 to a d12.

Additionally, a creature who is prematurely freed from your [Ensnaring Strike](#) before the spell ends now immediately takes another instance of this spell's damage (1d12 piercing damage if cast as a 1st level spell).

Hunter's Mark Mastery. The damage die used by [Hunter's Mark](#) increases from a d8 to a d10.

Additionally, you have [Advantage](#) on all attacks against the target of your [Hunter's Mark](#) until the spell ends.

Zephyr Strike Mastery. The damage die used by [Zephyr Strike](#) increases from a d10 to a d12.

Additionally, whenever you would use this spell to give yourself [Advantage](#) on one attack, you now instead make two attacks against the same creature (without [Advantage](#)). Both attacks deal the spell's extra damage if they hit.

Level 17: Conjure Volley

You always have the [Conjure Volley](#) spell prepared, and you can cast it once per [Long Rest](#) without expending a spell slot.

Level 18: Feral Senses

Your connection to the forces of nature grants you [Blindsight](#) with a range of 30 feet. If you already have [Blindsight](#) from another source, such as your Fighting Style, its range becomes 60 feet unless it is already higher.

Level 19: Epic Boon

You gain an [Epic Boon feat](#) or another [feat](#) of your choice for which you qualify. [Boon of Dimensional Travel](#) is recommended.

Level 20: Foe Slayer

You become an unparalleled hunter of your enemies. When you or a creature under your control deals damage with an attack, you can expend a use of your Favored Enemy feature to forgo rolling damage dice for that attack and instead deal maximum damage.

Any damage added onto your attack from any source, such as Hunter's Mark, is also maximized.